

IN THE CLAIMS

1. (previously presented) A system for providing a content comprising:

communication means including a subscriber telephone network for establishing communication with a multi-function mobile telephone;

a content providing apparatus for providing content, the content providing apparatus including a memory; and

a relay apparatus connected to the multi-function mobile telephone through the subscriber telephone network, the relay apparatus being operable to convert a telephone number of the multi-function mobile telephone into an ID code unique to the multi-function mobile telephone, wherein communication between the multi-function mobile telephone and the content providing apparatus is performed through the relay apparatus based on the ID code;

wherein the memory of the content providing apparatus is for storing a variety of statuses of the multi-function mobile telephone by the unique ID code and for storing progress of current game playing, so that if a game is suspended during operation, the game may be resumed at a point of suspension by re-accessing the memory of the content providing apparatus.

2. (previously presented) A system according to claim 1, further comprising an information terminal connected to the multi-function mobile telephone and having a display device larger in size than a display device of the multi-function mobile telephone.

3. (previously presented) A system according to claim 2, wherein the communication means comprises the Internet and the relay apparatus is a gateway arranged to the subscriber

telephone network to connect the subscriber telephone network to the Internet.

4. (previously presented) A system according to claim 2, wherein the relay apparatus is a DNS server owned by an Internet service provider.

5. (previously presented) A system according to claim 2, wherein the content providing apparatus is an Internet server which provides one or both of a program and data for video gaming.

6. (original) A system according to claim 5, wherein the information terminal connected to the multi-function mobile telephone is a video gaming machine which is operated while monitoring an image presented on the display device thereof.

7. (original) A system according to claim 1, wherein the relay apparatus comprises a unit which notifies the content providing apparatus of the ID code of the multi-function mobile telephone.

8. (previously presented) A system according to claim 7, further comprising an information terminal connected to the subscriber telephone network using the multi-function mobile telephone, wherein the content providing apparatus includes:

a unit operable to provide the content to the information terminal; and

a unit operable to identify the information terminal to which the content is provided based on the ID code notified of by the relay apparatus.

9. (previously presented) A system for providing a content, comprising:

- a telephone communication network;
- a computer network;
- a server connected to the computer network for providing the content;

- a terminal connected to the telephone communication network and having a telephone number unique thereto; and

- a relay apparatus for connecting the telephone communication network to the computer network;

wherein the relay apparatus comprises:

- a unit for relaying communications between the terminal and the server,

- a unit for connecting the terminal to the computer network in response to a dial-up connection request from the terminal,

- a unit for detecting the telephone number of the terminal,

- a unit for converting the telephone number into a unique code, and

- a unit for notifying the server of the unique code; and

the server comprises:

- a unit for providing the content to the terminal
- a memory; and

- a unit for identifying the terminal to which the content is provided based on the unique code;

wherein the server memory is for storing a variety of statuses of the multi-function mobile telephone by the unique code and for storing progress of current game playing, so that if a game is suspended during operation, the game may be resumed at a point of suspension by re-accessing the server memory.

10. (original) A system according to claim 9, wherein the computer network is the Internet.

11. (original) A system according to claim 9, wherein the terminal comprises a mobile telephone connected to the telephone communication network.

12. (original) A system according to claim 9, wherein the unit for detecting the telephone number of the terminal detects the telephone number of the terminal when the terminal places the dial-up connection request.

13. (previously presented) A system according to claim 9, wherein the server further comprises a unit which performs a fee billing process to the terminal to which the content is provided based on the unique code.

14. (canceled).

15. (canceled).

16. (canceled).

17. (canceled).

18. (canceled).

19. (canceled).

20. (canceled).